



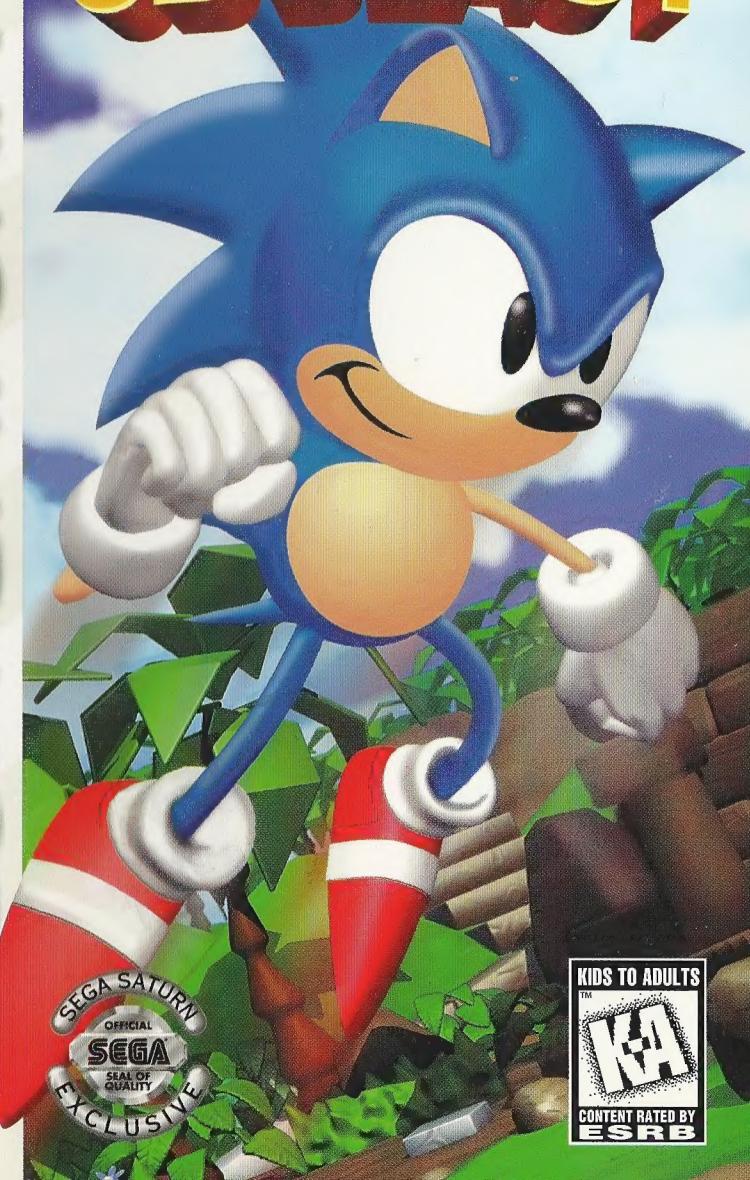
SEGA®



SEGA SATURN™

81062

SONIC 3DBLAST™



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Visit Sega's Internet Sites at:

web site: <http://www.sega.com>
email: webmaster@sega.com
CompuServe: GO SEGA

1-900-200-SEGA



Learn SEGA game secrets
from the masters. Call Now.

U.S.: 1-900-200-SEGA \$0.95/min (recorded), \$1.50/min
(live) Must be 18 or have parental permission.

TTD phone required. Sega of America

Canada: 1-900-451-5252 US \$1.50/min (recorded/live)

For French Instructions, please call:

Instructions en français, téléphoner au: 1-800-872-7342

Contents

Starting Up

2

Flicky Island Under Siege!

3

Take Control!

4

Pregame Screens/Options

6

Screen Signals

7

Rings, Springs and Other Things

8

Flicky Island

10

Game Over/Continue

12

Strategies for Flicky Island

12

Credits

13

Top Sonic Scores

15

Game Notes

16



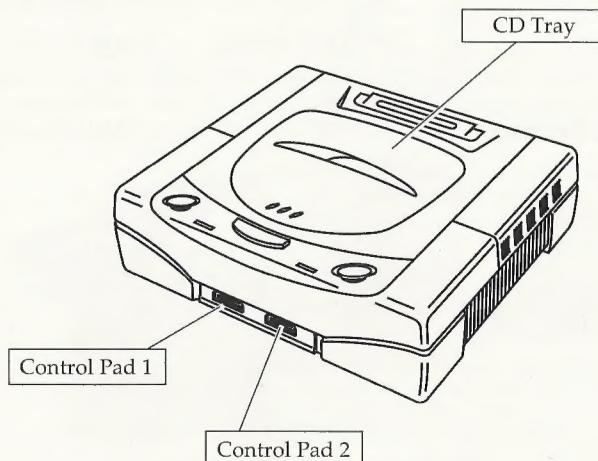
Starting Up

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.

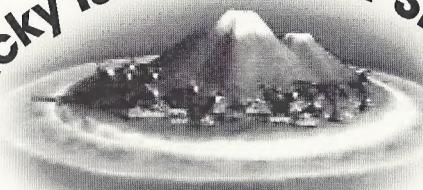
Note: *Sonic™ 3D Blast™* is for one player only.

2. Place the *Sonic™ 3D Blast™* disc, label side up, in the well of the CD tray and close the lid.
3. Turn ON the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system OFF and make sure it is set up correctly before turning it ON again.
4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears, press Start again to go to the on-screen Control panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



Flicky Island Under Siege!



Sonic and his friends are off to visit the mysterious Flicky Island. According to legend, the island contains precious gems - among them the Chaos Emeralds. Sonic must find the Flickies, mysterious little birds who hold the key to finding the gems. Flickies are rarely seen, and it is said that their existence is tied closely to the location of the Chaos Emeralds.

Meanwhile, Dr. Robotnik has hatched a new scheme. His target this time is Flicky Island. He has detected the presence of the Chaos Emeralds on the island. Upon arriving there, Robotnik immediately starts setting up intruder defenses, and begins building the robots he loves so much. But Robotnik needs to find the Flickies to place inside his machines. Suddenly, in the distance he sees a bright shining Dimension Ring appear. A flock of Flickies fly out of the ring, perch on a tree branch, pick up some food, and then disappear into the Dimension Ring. "So they live in another dimension, do they? Hah! I've found the secret of the Flickies!"

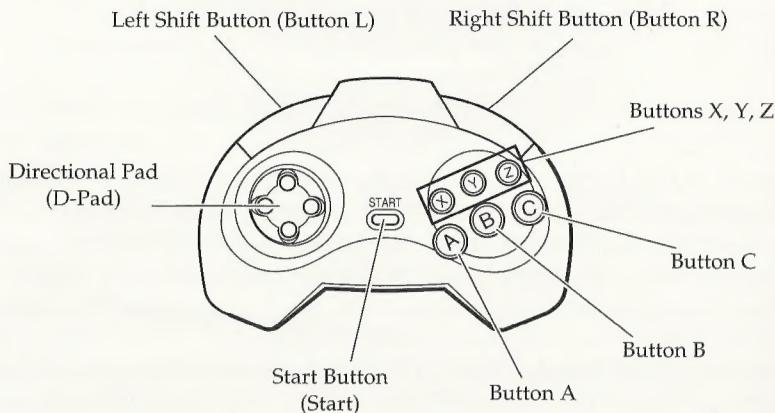
The Flickies travel freely between dimensions using the Dimension Rings! Without wasting any time, Robotnik develops a new device: the Dimension Ring Generator. He captures Flickies from the Flicky Dimension using his new device, and begins turning them into robots. Later on, Sonic and his friends arrive at Flicky Island, and find the place in pandemonium.

Sonic sees the crazed doctor busily placing the Flickies into his robot shells. "Robotnik!" Sonic yells.

"Sonic? Again? Well, no matter. With the robots I've created using the Flickies, you'll never be able to stop me! At last I'll be free to find all the Chaos Emeralds and rule the world!" Sonic realizes that he must save the Flickies by freeing them from their robotic prisons and sending them back into the Flicky dimension. More importantly, Robotnik must not be allowed to find the Chaos Emeralds first. Time to go, Sonic!

Take Control!

Saturn Control Pad



Directional Pad (D-Pad)

- Cycles through pregame options
- Guides Sonic

Start Button (Start)

- Advances to Title screen from movie
- Enters/exits Option screens
- Pauses game; resumes paused game

Buttons A and C

- Plays BGM (background music) or SFX (sound effects) in the Sound Test Option screen
- Makes Sonic jump
- Makes Sonic perform the Blast Attack (when using the Gold Shield)

Button B

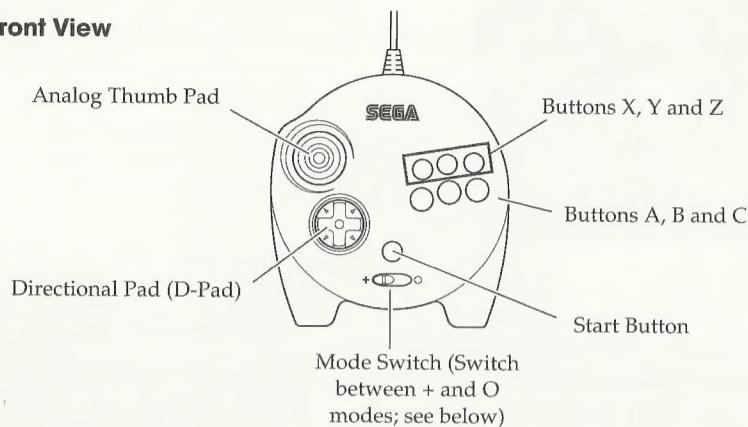
- Stops BGM (background music) or SFX (sound effects) in the Sound Test Option screen
- Makes Sonic perform the Sonic Spin Dash

Note: Buttons X, Y, Z, L and R have no functions in this game.



Saturn 3D Control Pad

Front View

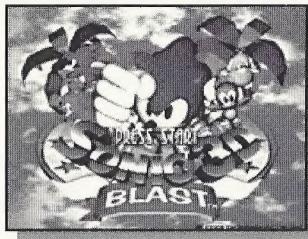


When the Saturn 3D Control Pad is switched to the "O" Mode, the Analog Thumb Pad is used to guide Sonic. When switched to the "+" Mode, the Directional Pad (D-Pad) guides Sonic.

Note: The button functions for the Saturn 3D Control Pad are the same as for the Saturn Control Pad. The Triggers L and R have no function.

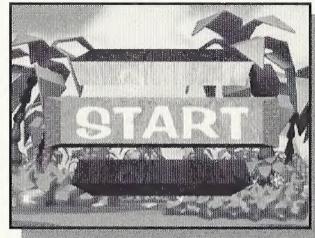


Pregame Screens/Options



After the Sega and Traveller's Tales logos appear, a short movie begins, followed by the *Sonic 3D Blast* Title screen. In a few moments, a game demo begins. Press Start at any time to return to the Title screen.

Press Start at the Title screen to see your options. Enter and Exit the HELP and SOUND TEST options screens by pressing Start.



HELP

View the various shields and icons available for Sonic to collect on his quest through Flicky Island. A brief explanation of each item is included.

SOUND TEST

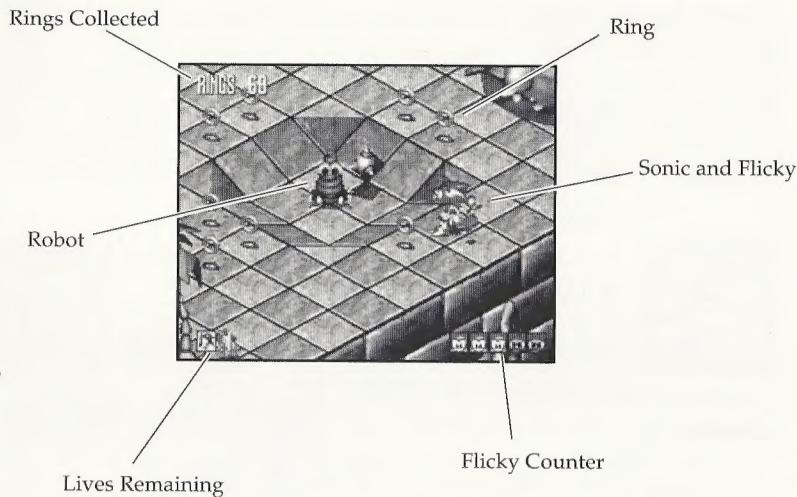
Play the music and sound effects in the SOUND TEST. Press Button A or C to start the BGM/SFX, Button B to stop it.

START

Select this option and press Start to begin the game.



Screen Signals



Flickies

Jump on or Spin Dash into a robot to break it open and release the Flicky inside. After the Flicky is free, run past it to attract its attention. The Flicky then follows Sonic obediently. Keep an eye on the Flickies Sonic has collected — they have a tendency to scatter when they or Sonic are hit by enemies.

Rings

Collect Rings to increase your score and to gain entrance to the Knuckles and Tails Bonus Stages.

Lives Remaining

The number of Sonic's remaining Lives is shown at the bottom left corner of the screen.

Flicky Counter

The number of Flickies needing to be rescued is shown at the bottom right corner of the screen. If the Flicky indicator is lit, the Flicky has already been found.

Rings, Springs and Other Things

The Flickies' pleasant island has been changed into a danger-filled maze. Sonic must find his way through this mayhem in order to free his Flicky friends and stop Robotnik from getting his mitts on the Chaos Emeralds. There are many items Sonic may come across in his adventure, so take a look at the items below to help Sonic out.

Rings



Collect Rings to protect Sonic from Robotnik's traps, gain access to the Knuckles or Tails Bonus Stages (to find Chaos Emeralds) and gain Bonus Points at the end of each Act. Remember, Sonic needs to collect at least 50 Rings to enter the Bonus Stages.



Shields

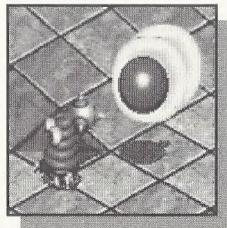


There are three kinds of Shields to be found on Flicky Island. The Blue Shield protects Sonic against regular and electrical damage, the Red Shield protects against both regular and fire damage, and the Gold Shield gives Sonic the power to use the Blast Attack as well as protecting him from enemy attacks.



Sonic Medals/Extra Lives

Collect ten Sonic Medals to gain a Continue! Look for medals above you when bouncing on Springs. Extra Lives can be found inside TVs and gained in the Knuckles or Tails Bonus Stages (if you've already gained all seven Chaos Emeralds).



Sonic Blast Attack

Take on all challengers! Press Button A or C to jump, and press either button again in midair to hone in on enemies. Sonic needs to find the Gold Shield first to use the Blast Attack.



Springs and Transports



Use springs to jump from one place to another and collect Rings or Sonic Medals for extra Lives! Transports move Sonic UP and DOWN levels. Try the Spin Dash to activate some transports.



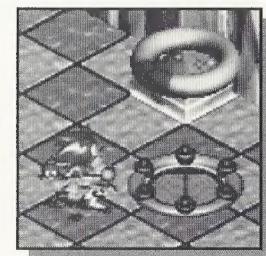
Chaos Emeralds



Dr. Robotnik wants to use the power of the Chaos Emeralds to gain control over the world. The only way to stop him is by racing to the Emeralds first! Once you have collected 50 or more Rings, look around for Tails or Knuckles, who can transport you to the Bonus Stage, where the Chaos Emeralds can be found.

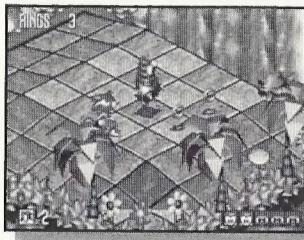
Dimension Rings

At certain points on Flicky Island, Sonic can find Dimension Rings, the doorways to the Flicky Dimension. Jump and grab the red area of the Dimension Ring whenever Sonic has Flickies following him. The Dimension Rings take the Flickies out of the hands of the fiendish Dr. Robotnik, and gets them safely back into their dimension!



Flicky Island

Dr. Robotnik has made quite a mess of things! The once-peaceful Flicky Island is now inhabited by vicious robots and fiendish traps designed to stop Sonic! Release the Flickies from the robots and get them back to their own dimension, dodge the traps, race through snow, rain, and fog, find the secret passageways leading to helpful items, collect all the Chaos Emeralds, defeat Dr. Robotnik and above all - HAVE A GOOD TIME!



Green Grove Zone

The hills are alive with the sound of camshafts, engines, and various other machinery. The Flickies have been turned into nasty robots, and it's up to you to guide Sonic through the Green Grove Zone!

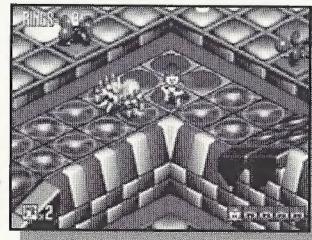
Rusty Ruin Zone

The ruins of the fabled continent of Atlantis were brought up from the depths when Flicky Island was created. Robotnik has fitted the ancient booby traps with modern machinery, making them more dangerous than ever! Dark and gloomy, some parts of the Rusty Ruin Zone are drenched in fog and rain, but Sonic has a job to do and nothing will dampen his spirits.



Spring Stadium Zone

This area is a crazy funhouse of pinball cushions and bumpers, springs and not-so-friendly spike traps. Hone your jumping and bouncing skills here.



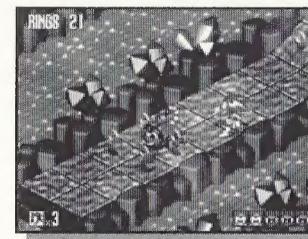
Diamond Dust Zone

Did you bring your Sonic snowboard? The snowy mountains of Flicky Island are filled with icy snowblowers, frozen paths and rivers of slush. The occasional snowfall doesn't even faze Sonic, but watch out for snow-spitting snowmen and uncover snowy Springs to make your way through this Zone.



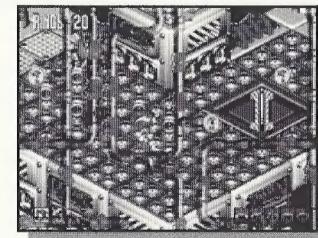
Volcano Valley Zone

Quite a change from the cool slopes of Diamond Dust! Leap the lava beds and go with the flow! Use the Sonic Spin Dash to activate the elevators, and keep an eye out for Fire shields to save Sonic from suffering a hot foot!



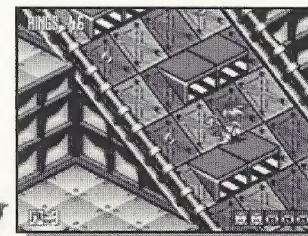
Gene Gadget Zone

This mixed-up mechazone is chock full of pipes, tubes and wiring. Not to mention electrified floors, shocking beam weapons, and industrial fans that will blow Sonic away!



Panic Puppet Zone

Looks like Robotnik hasn't even had time to place the Flickies into the robots here. Sonic must be catching up to that evil genius! Bounce on the containers to free the Flickies inside, and make sure to avoid the bubble guns infesting the area.



Game Over/Continue



You start the game with three Sonic Lives — but no Continues. Gain Continues (three Sonic Lives per Continue) by collecting ten Sonic Medals. You can also gain Lives by finding the Sonic 1-UP item.

If Sonic loses all his Lives, and has remaining Continues, a timer appears. Press Start before the timer reaches zero to continue where Sonic left off (Sonic resumes his quest at the beginning of the Stage previously played).

Strategies for Flicky Island

Press Button B on an uneven surface or while running to perform the Sonic Slow Roll. This keeps Sonic moving in a straight line even on angled surfaces. Use the Slow Roll to collect Rings when walking is too difficult, or when avoiding dangerous obstacles.

Regain control of Sonic on icy surfaces by jumping up and landing in place. All momentum disappears when Sonic lands.

Don't take chances when liberating Flickies from the robot shells. The easiest and safest way of rescuing the Flickies is by performing the Sonic Spin Dash to crack open the robots.

It may seem obvious, but watch where Sonic is going. There's danger around every corner, and a little too much speed can lead to a big tragedy!

Look for hidden doorways and secret passages throughout Flicky Island. Extra Lives, Shields, Rings, and Sonic's pals, Knuckles and Tails, can be found if Sonic looks hard enough.

SOA

Marketing

Product Managers:

Product Specialist:

Package/Manual Design:

Package Illustration:

Development

Producer:

Lead Tester:

Assistant Lead Testers:

Testers:

Traveller's Tales

Program Design and Implementation:

Head Artist:

Code Conversion:

Graphic Conversion & Additional Artwork:

Utility Programming:

Project Management:

Production Support:

SOJ

Producers:

Game Concept Design:

Playfield Design:

CREDITS

Chrissie Kremer, Eric Dunstan, Kristin McCloskey

Mark Subotnick

Arvin Carlson, Bob Schonfisch, Eileen Sacman, Scott Allen

Moore & Price Design Group, Brian Kruse

Mike Wallis

David Wood

Anthony Borba, Mark McCunney, Ian McGuinness Fernando Valderrama, Pedro Ponce, Andrew Byrne, Nicolas Azizian, Jason Bartholomew, Michael Sierra, Howard Gipson, Mo Berry, Jeremy Caine, John Jansen, Joe Raposo, Robert Davidson, Anthony Chau, Louis Disimone

Jon Burton

James Cunliffe

Neil Harding, Steve Harding, Gary Vine, Jon Burton

Neil Allen, Dave Burton, James Cunliffe, Jeremy Pardon, Jon Rashid, Alex Szeles, Barry Thompson, Will Thompson

Gary Ireland, Dave Dootson, Andy Holdroyd Jon Burton Karen Roberts

Yutaka Sugano, Yuji Ishii

Kats Sato, Takao Miyoshi, Kenichi Ono

Takashi Iizuka

Takao Miyoshi, Hirokazu Yasuhara



- Saturn Version
- Enhancement Design:
- 3D Modeling:
- Manual:
- Advisors:
- Executive Producer:

Special Stage Development

Game Designers: Takashi Iizuka, Daisuke Mori
Programmers: Tetsu Katano, Yasuhiro Takahashi,
Atsutomo Nakagawa, Kazuhiko Hattori
Artists: Kazuyuki Hoshino, Yuji Uekawa, Nobuhiko Honda,
Shinichi Higashi, You Nishiyama, Sachiko Kawamura

Movie Development

Movie Creation: Norihiro Nishiyama
Movie Processing: Yuji Sawairi

SOE

Producers: Kats Sato, Kazutoshi Miyake
Music: Richard Jaques
Sound Effects: Richard Jaques, Thomas Szirtes

Closing Theme "You're My Hero"

Music By: Richard Jaques
Voice By: Debbie Morris

All music recorded and produced at Sega Digital Studio (SOE)

Technical Support

Additional Programming:	Ed Hollingshead, Thomas Szirtes
Sound Development	
Engineering:	Thomas Szirtes
Additional Support:	Tamer Tahsin, Colin Carter
Lead Tester:	Jason Cumberbatch
Assistant Lead Testers:	Dave Thompson, Roberto Parrado

Special Thanks To Genesis

VersionMusic/SFX Composers: Tatsuyuki Maeda, Jun Senoue, Masaru Setsumaru,
Seiroh Okamoto

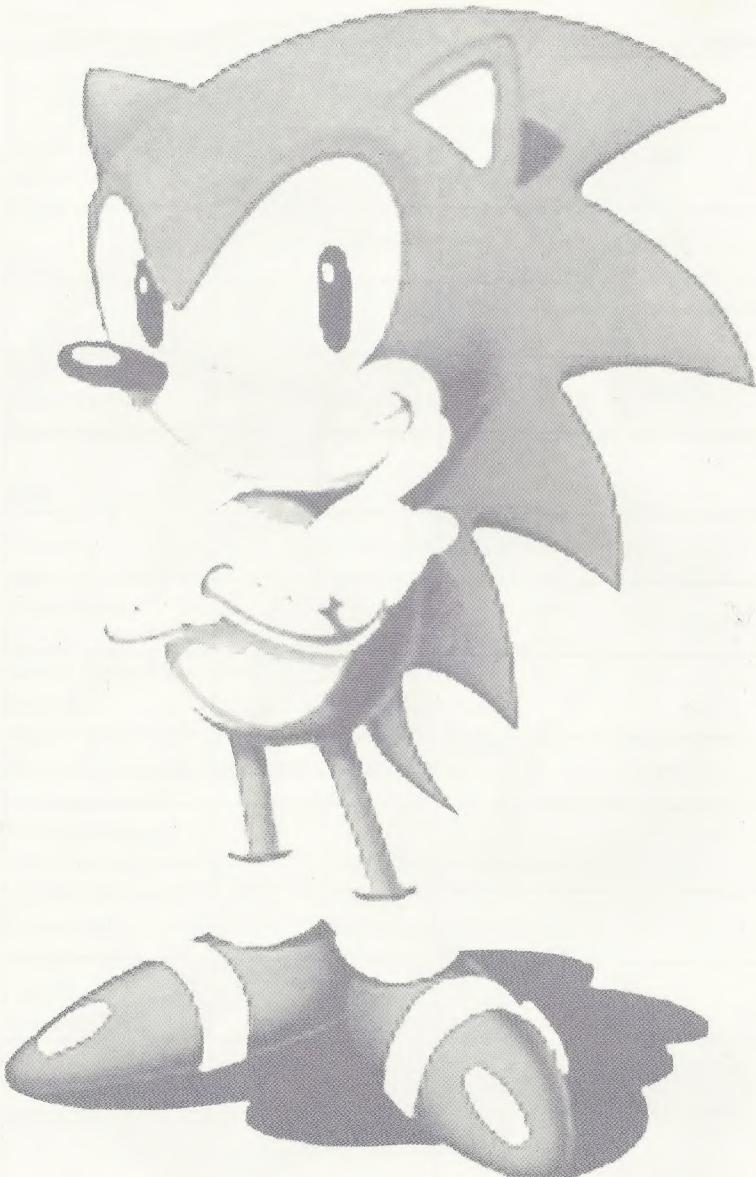


Top Sonic Scores





Game Notes



LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.